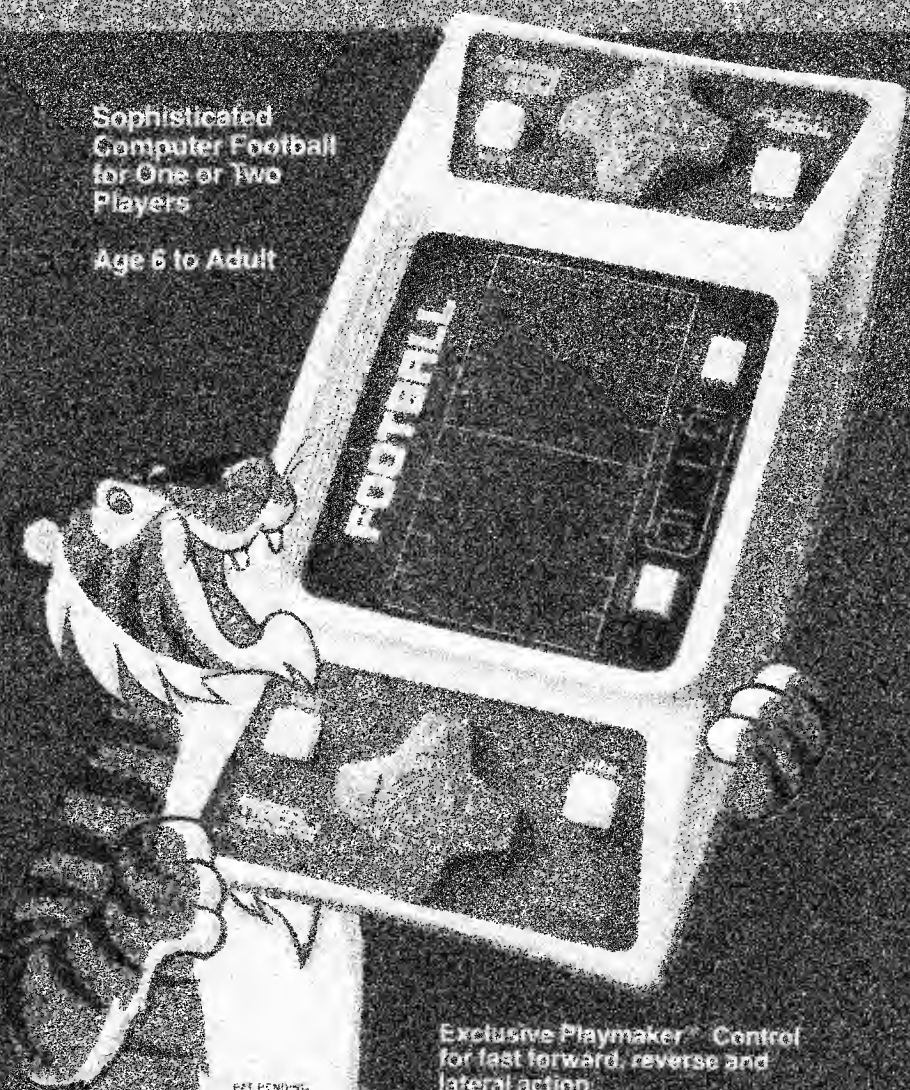


TIGER ELECTRONIC TOYS

Deluxe Football with Instant Replay

Sophisticated
Computer Football
for One or Two
Players

Age 6 to Adult



Exclusive Playmaker™ Control
for fast forward, reverse and
lateral action.

PAT. PENDING

GENERAL

1. Your DELUXE FOOTBALL is an electric game designed with a powerful microcomputer that plays the football game with generally the same rules as the real game. Due to the many features of this game, we suggest that you read through this manual.
2. DELUXE FOOTBALL has the following features:
 - 1 or 2 PLAYERS
 - 9 Skill levels, separately selectable by each player.
 - RED and GREEN lights to identify the opposing teams.
 - 4 Digit SCOREBOARD
 - KICK, PASS, and RUN-BACK options.
 - COIN FLIP to determine receiving team at KICKOFF.
 - PUNT and FIELD GOAL options.
 - Unique PLAYMAKER™ button (patent pending) for easy single finger maneuverability of player movement.
 - Choice of 4 different formations of defense or offense, selectable by each player with additional choice of PUNT.
 - FUMBLES with option of recovery.
 - INSTANT REPLAY
 - HALFTIME SHOW
 - Unique sounds to indicate status of play.
 - Idle Timer beeps to warn of game being left on.
 - Power Adaptor Jack.
3. With multiple features, DELUXE FOOTBALL will provide realistic actions that the players can execute with strategy, excitement and challenge.

BATTERY INSTALLATION

1. DELUXE FOOTBALL requires 6 "AA" batteries(not included). Use ALKALINE type batteries for longer playing life.
2. Open battery door on the back of unit, as shown in Fig. 1. Install the batteries following the proper directions indicated in the battery compartment.

3. Replace the battery door.

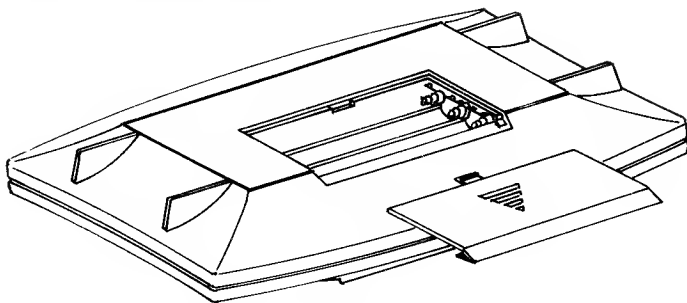


FIG 1

DELUXE FOOTBALL has been designed to include a POWER ADAPTOR JACK so that a power adaptor pack (not included) can be used in place of batteries. Batteries may be left in when adaptor pack is used. We suggest batteries be removed when the game is not to be played for a long time or when power pack is used in place of batteries.

The specifications of the power adaptor pack are:

INPUT: 117VAC 60Hz

OUTPUT: 9VDC (10.5VDC MAX) 100mA

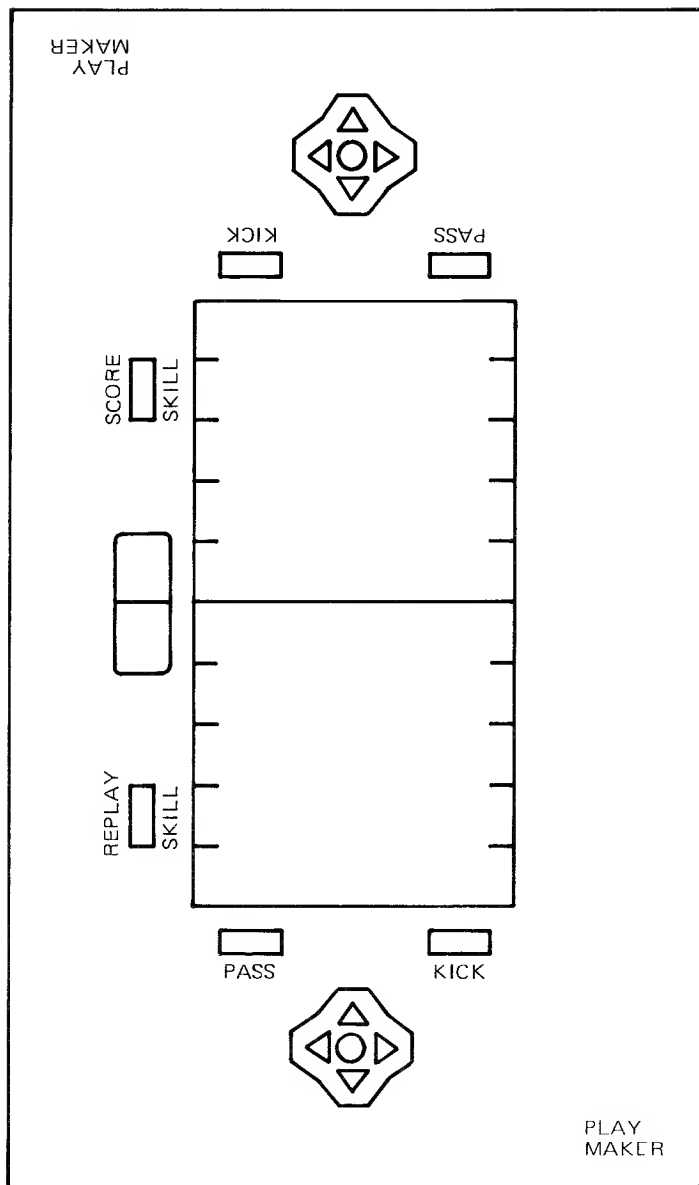
ADAPTOR PLUG: 3.5mm type, Positive Tip

NOTE: Many adaptors available on the market have wide output ranges. Select adaptor with no more than 10.5VDC output to avoid damage to game.

FUNCTIONAL TEST

DELUXE FOOTBALL has been designed with a built-in test mode.

1. Depress both the REPLAY and the SCORE buttons and hold.
2. Turn the ON/OFF switch to "ON" The game will immediately go into its HALFTIME SHOW. (See description under HALFTIME SHOW)
3. If the HALFTIME SHOW malfunctions, the batteries may be low and require replacement.



PLAYER 1
GREEN TEAM

FIG 2

PLAYER 2
RED TEAM

DETAILED FEATURE DESCRIPTIONS

PLAYFIELD:

The playfield consists of a 4 (wide) by 10 (long) matrix grid positions. Each position consists of two lights: one green and one red.

The 10 positions down the field represents 10 yards during play. When a ball carrier runs beyond the 10 yards, he will roll over to the first position and then down the field again.

PLAYMAKER™ BUTTON:

This game has the unique feature of PLAYMAKER™ buttons, one for each player. By the movement of one finger at the center of the PLAYMAKER™ button, one can maneuver the movement of the player on the field easily. This is most important when one wants to hide the actual movement from the opponent. In addition to the maneuverability of the PLAYMAKER™ (patent pending), it serves the following functions in the game:

1. Ends SKILL LEVEL selections when the down ▼ side of the PLAYMAKER™ on the RED team is pressed.
2. Each of the four direction positions selects one of the FORMATIONS of offense or defense.
3. Moves the active player forward, reverse, left or right.

PASS BUTTON:

Each player has a PASS button. This button is only active when the player is on offense and has selected one of the two passing formations. (See FORMATION for more details on passing)

KICK BUTTON:

Each player has a KICK button. This button is only active when the player is on offense. It is used to kickoff, to select a punt, or to kick a field goal. (See KICKOFF, PUNT/FIELD GOAL for more details)

REPLAY/SKILL BUTTON:

This button is used to select one of nine skill levels of Player 1 (GREEN team) at time game is turn on. At the end of each play, it is used to initiate an INSTANT REPLAY of the play just concluded. This button is only active between plays and is disabled at other times.

SCORE/SKILL BUTTON:

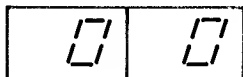
This button has the following functions:

1. Selects one of nine skill levels of Player 2 (RED team) When the game is turned on.
2. Initiates the display of the SCOREBOARD at the end of each play and readies the computer for the next play.
3. Causes a FUMBLE when a tackle is made.
4. Aborts an INSTANT REPLAY sequence in progress.

SCOREBOARD:

The scoreboard display consists of four display digits arranged in two groups of two digits.

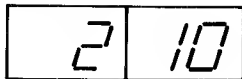
When the game is first turned on, the SCOREBOARD displays:



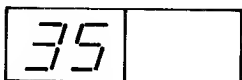
The numbers advance from "0" to "1" etc., through "9" and "0" again, to indicate the skill level selected as the REPLAY/PLAYER 1 SKILL or the SCORE/PLAYER 2 SKILL buttons are depressed.

Between plays, as the SCORE button is depressed, the SCOREBOARD will flash on the status of the game in the following sequence:

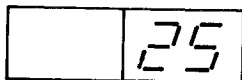
1. DOWN and YARDS TO GO



2. FIELD POSITION

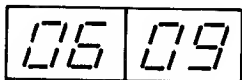


Yard line displayed on the left two digits if on GREEN's side of 50 yard line. or. . . .



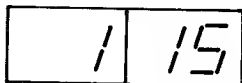
Yard line displayed on the right two digits if on RED's side of 50 yard line.

3. SCORE



GREEN Team's score on the left.
RED Team's score on the right.

4. QUARTER/TIME REMAINING TO PLAY IN QUARTER.



Quarter Minutes remaining in quarter

Note: In scoreboard sequence 1, "0" DOWN indicates kickoff is the next play. "5" DOWN indicates an extra point attempt is the next play.

SINGLE PLAYER GAME

Single player games are played against the computer. The player plays on the RED team from the Red side of the game and is always the offense. The computer controls the GREEN team and is always the defense.

1. Turn the ON/OFF switch to "ON". The SCOREBOARD will display "0-0".
2. Select skill level by pressing the SCORE/SKILL button (See SKILL LEVEL for details).
3. Press the DOWN ▼ side of the PLAYMAKER™ button on the RED team.
4. Press the PLAYMAKER™ button to select your desired formation. (See FORMATION for details).
5. Press the PLAYMAKER™ button to maneuver the ball carrier (if in RUN formation) or the receiver (if in PASS formation). You have 3 seconds from formation to action. If no action has been initiated in 3 seconds, the whistle will sound and you have lost a DOWN.
6. When a run is blocked, a pass is intercepted or a kick is received, the whistle will sound and the play stops.
7. If desired, the REPLAY button can be pressed and the last play will be replayed from computer memory in slow motion. (See INSTANT REPLAY for details)
8. Press the SCORE button to check the status of the game. (See SCOREBOARD for details)

Note: In between plays the SCORE button must be pressed before the next play can be initiated.

9. Press the PLAYMAKER™ button to select your next formation and proceed with the game as from step 4 onwards.
10. The buzzer will sound at the end of the 1st and 3rd quarters. The game may proceed after the buzzer.
11. At the end of the 2nd quarter the buzzer will sound and the computer will proceed with the HALFTIME SHOW. Resume playing after the HALFTIME SHOW.
12. At the end of the 4th quarter the buzzer will sound. All buttons except the SCORE button become inactive. The game must be turned off to start a new game.

TWO PLAYER GAME

1. Turn the ON/OFF switch to "ON".
2. Select SKILL LEVELS. As the game is turned on, the SCOREBOARD displays "0-0". Green player selects level by pressing REPLAY/SKILL button. Red player selects by pressing SCORE/SKILL button. (See SKILL LEVEL for details) SCOREBOARD displays the level number selected for each player. Levels need not be the same for both players. Handicap can be set up for higher skill players.
3. SKILL LEVEL setting is ended by pressing the down ▼ side of the PLAYMAKER™ button on the RED team side. The playfield will display a blinking RED and GREEN light indicating the COIN FLIP. One of the players will call the flip by pressing the REPLAY or SCORE button.
4. After the COIN FLIP, the playfield will display the KICKOFF sequence. The team with the blinking light kicks off by pressing the KICK button. (See KICKOFF for details)
5. As the ball is kicked off, it goes straight down the field until it reaches the opposing team. The catcher on the opposing team can take the ball and start to runback. Each player will maneuver the ball carrier or the defense by the PLAYMAKER™ button. The play is over when the offense is tackled or when a touch-down is made.
6. At the end of each play, the players will be left in their final positions on the playfield. The REPLAY button may be pressed for INSTANT REPLAY of the previous action.
7. Press SCORE button to check the status. This is displayed in sequence on the SCOREBOARD. (See SCORE BOARD for details).
NOTE: SCORE button must be pressed for game status at the end of each play before the start up of the next down.
8. After the SCOREBOARD display, the playfield displays the two teams in their huddles. Each team will then select its own FORMATION by pressing one end of its PLAYMAKER™ button.
9. As soon as the offense has selected the formation, the play may begin. If the offense does not move in 3 seconds, the whistle will blow and it loses one DOWN.

If the offense selects a run formation, the ball carrier runs down the field, dodging the defense tackles, trying for a First Down or a Touchdown. The ball carrier is maneuvered by the offense player with the PLAYMAKER™ button. The defense will in turn maneuver its tackle to block the ball carrier.

If the offense selects a pass formation, a receiver can be maneuvered down the field. When he is in line with the ball carrier, the PASS button is pressed. The ball will be thrown to the receiver passing over the heads of both the offense and the defense. After catching the ball, the receiver can run for a 1st Down or a Touchdown. If intercepted, the defense interceptor can also runback.

10. The offense may decide to kick instead of running or passing. This is normally selected when the offense is in 4th Down position and too many yards to go. Or, when the offense is in the defense side of the fifty yard line, a field goal may be attempted. (See PUNTS/FIELD GOALS for details)
11. At the end of each play, a fumble may occur. The first team to recognize it is a fumble and press both the PASS and the KICK buttons simultaneously will recover the fumble.
12. At the end of each play, the sequence from step 6 is repeated until a score is made or until the clock runs out.
13. At the end of a quarter, a buzzer will sound. Playing can resume immediately after the buzzer at the end of the 1st and 3rd quarters. Playing must be stopped at the end of the 2nd quarter for the HALFTIME SHOW.
14. At the end of the 4th quarter, only the SCORE button is active for the final score. To play a new game, the ON/OFF switch must be first turned "OFF" and then "ON" again to restart the new game from Step 1.

DETAILED FUNCTION DESCRIPTIONS

SKILL LEVELS:

When the game is turned on, skill levels must be selected before the game starts. The left side of the SCOREBOARD indicates the skill level for PLAYER 1 (GREEN Team) and is set by depressing and holding

the **REPLAY/SKILL** button until the number for the skill level is displayed. The right side of the **SOCREBOARD** indicates skill level of **PLAYER 2 (RED Team)** and is set by depressing and holding the **SCORE/SKILL** button until the number for the skill level is displayed.

Each player may select any one of nine levels. Each player may have a different skill level appropriate for his skill.

<u>SKILL LEVEL</u>	<u>NUMBERS OF PLAYERS IN OFFENSIVE</u>	<u>PLAYFIELD DEFENSIVE</u>	<u>PLAYING SPEED</u>
1	3	1	SLOW
2	3	2	SLOW
3	3	3	SLOW
4	3	1	MEDIUM
5	3	2	MEDIUM
6	3	3	MEDIUM
7	3	1	FAST
8	3	2	FAST
9	3	3	FAST

The player's skill level is effective when that player is on offense. Note that regardless of skill level there are always three players on the offensive team.

If the **GREEN Team** skill level is left as "0", then the computer assumes a single player game is desired. The single player can select the skill level and play from the **RED Team** side and is always the offense. The **GREEN Team** is always the defense and is controlled by the computer.

After skill levels have been selected, the **DOWN ▼** side of the **PLAY-MAKER™** button is depressed to end the selection sequence.

COIN FLIP:

Before the game starts, a **COIN FLIP** sequence must be done to determine which team is to kickoff. The playfield will blink a red and a green light. One of the players will depress either the **REPLAY** or

the SCORE BUTTON to call the coin. If the button is depressed when the light in his team's color is on, his team will receive the ball at the start of the 1st quarter. When the COIN FLIP is decided, the playfield will automatically display the kickoff sequence.

KICKOFF/RUNBACK:

Kickoffs are performed at the start of the first and the third quarters, after touchdowns, after field goals, and after safeties.

Fig. 3 shows a typical playfield display for kickoff or punts:

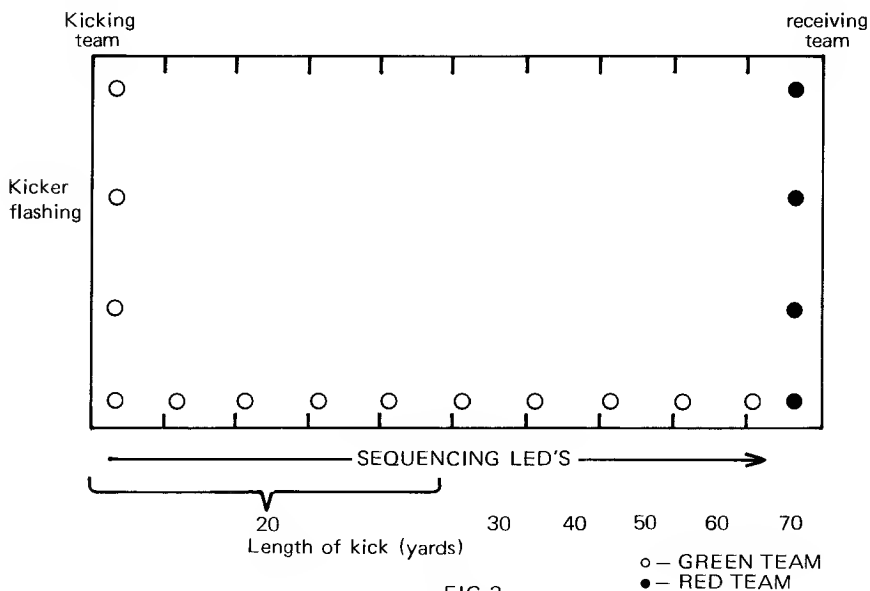


FIG 3
KICKOFFS/PUNTS

Note that there is a fast sequencing of green lights along one side. The position of the light at the moment the KICK button is depressed determines how long the kick is. The objective is to hit the KICK button at the moment the light is farthest down the line to get the longest kick.

As the ball is kicked off, the sequencing lights will stop at a point, and the flashing light representing the ball will move straight down the field until it reaches the receiving team. Upon receiving the ball, the receiver may start the runback. The kicking team may also attempt to tackle the ball carrier.

PUNT/FIELD GOAL

At the start of a play, instead of selecting a RUN or PASS formation, the offense may decide to KICK by pressing the KICK button. Depending on the position on the field, the KICK may be a PUNT or a FIELD GOAL attempt.

If the offense is at its own side of the 50 yard line, then the KICK is a PUNT. The playfield will display like that of a KICKOFF. (See KICKOFF for details)

If the offense is at the opponents side of the 50 yard line, then the KICK is a FIELD GOAL attempt. Fig. 4 shows a typical playfield display for FIELD GOAL.

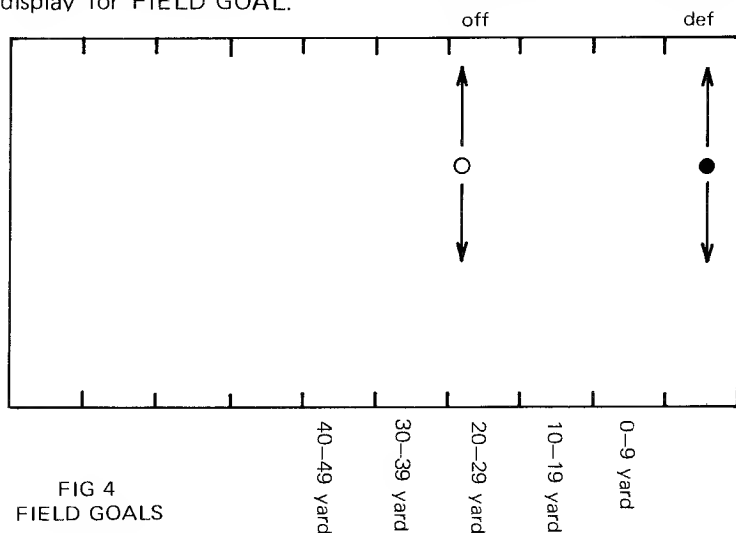


FIG 4
FIELD GOALS

(field position determines offensive position)

○ - GREEN TEAM
● - RED TEAM

Note: The offense and the defense are shown as a single player each. The flashing light is the offense and is positioned where he was on the field. Both teams can only move sideways. The objective is to move the offense out of the line where the defense is to get a clear shot at the goal and kick. The defense will move accordingly to block.

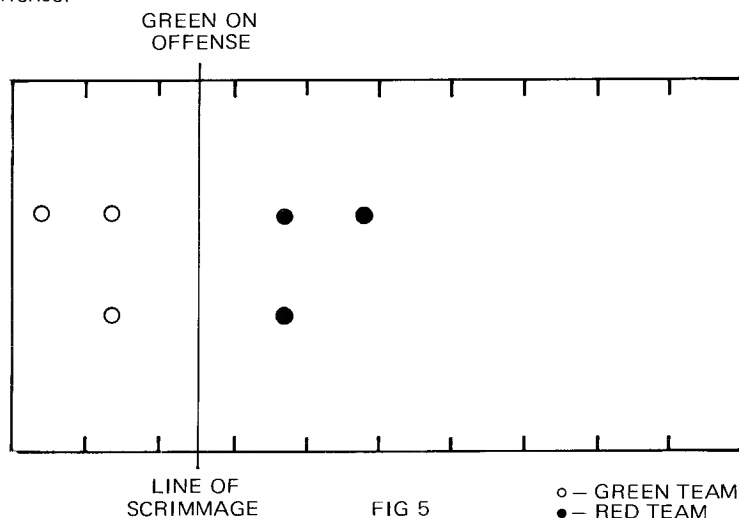
Three points are scored when a field goal is made.

EXTRA POINTS:

Extra points are executed after a touchdown has been made. Extra point formation is set up automatically and is always kicked from the two yard line as a field goal attempt. Only one player each remains on the field. The players can only be maneuvered left or right like PUNT.

HUDDLES:

At the beginning of each play the playfield will show the two teams in their huddles, as in Fig. 5 or Fig. 6 depending which team is on the offense.



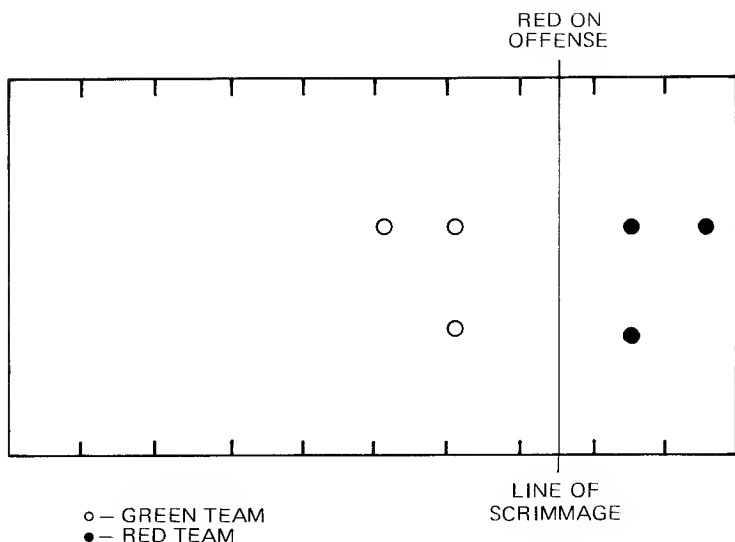


FIG 6
TEAM'S HUDDLES

LINE OF SCRIMMAGE

During play the playfield shows 10 yards of action. Each line position is 1 yard. Therefore, in order to make a 100 yard run, the field would have to be crossed 10 times. When a moving man reaches the far end of the playfield, he will continue forward and reappear at the near end of the field. All other players remain at their original positions. Note: If another player is in the same column at that same end, the wrap around will not occur.

When a play starts, 2 yards are subtracted automatically from the field position. Therefore, two forward movements of the moving man will be necessary in order to just return to the line of scrimmage.

FUMBLES

At the end of every play the computer decides a 5% probability that the play would result in a fumble.

A fumble will also occur if the SCORE button is depressed as a play ends. If it is a fumble a constant tone will be heard and the playfield will go blank.

The first player to recognize that it is a fumble and responds by pressing both of his PASS and KICK buttons, will recover the fumble. Quick action here will give the player a decided advantage. One should also watch out for the opponent pressing the SCORE button to cause a fumble.

TIMING

The game consists of four 15 minute (simulated time units) quarters. The clock starts ticking when the play begins and stops when the play ends. No time is lost between plays.

The 1st and 3rd quarters start with the kickoff. At the end of the 1st and 3rd quarters, playing may resume after the whistle.

At the end of the 2nd quarter, a whistle will blow and the game will go into its HALFTIME SHOW. Playing may resume after the show.

At the end of the 4th quarter a whistle will blow, all buttons except the SCORE button are inactive.

SCORING

There are four ways to score:

TOUCH DOWN	6 points
EXTRA POINT	1 point
FIELD GOAL	3 points
SAFETY	2 points

INSTANT REPLAY

At the end of play, before the SCORE button is depressed, the players are displayed on the playfield in the position where the play ended. Depressing the REPLAY button will cause the last actions to be replayed in slow motion from computer memory. This replay is limited to the last 32 moves. Most of the plays are less than 32 moves and therefore, generally the entire play will be seen.

The replay may be aborted by depressing the SCORE button.

HALFTIME SHOW

At the end of the 2nd quarter, a HALFTIME SHOW will be presented. This consists of two marching rows of lights, one from the green end and the other from the red end, parading toward opposing ends. Unique sound will be heard as the march is in progress. Other unique formations may be presented depending on the game.

HALFTIME SHOW is also presented when both REPLAY and SCORE buttons are depressed before the ON/OFF switch is turned on. This mode is used to test the functioning of the game. When HALFTIME SHOW is started for test, the ON/OFF switch must be turned off and then on again before the game is started.

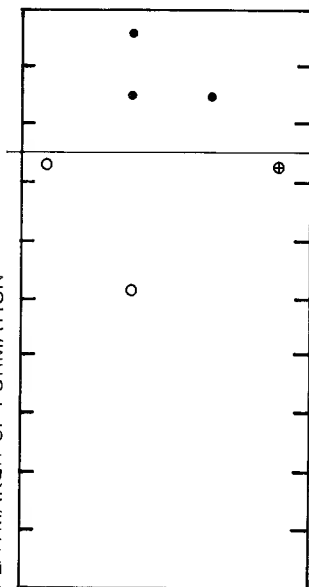
IDLE TIMER

If the game is left on and no action has been initiated for 10-15 seconds, a beep will be heard to remind the players that the game is still on.

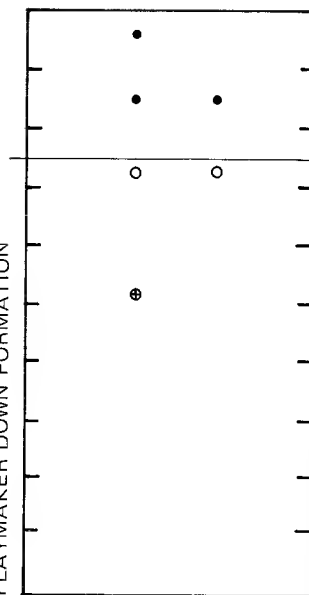
FORMATION – DEFENSIVE PLAY SELECTION

A defensive formation may be selected by pressing the PLAYMAKER™ button toward one of the corners. The display of the players on the playfield will change from the huddles to the desired formation. See Fig. 7 and Fig. 8.

PLAYMAKER UP FORMATION

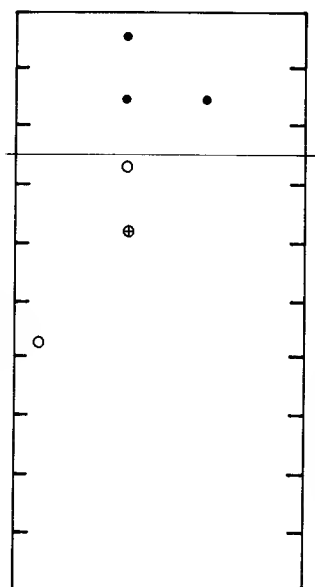


PLAYMAKER DOWN FORMATION

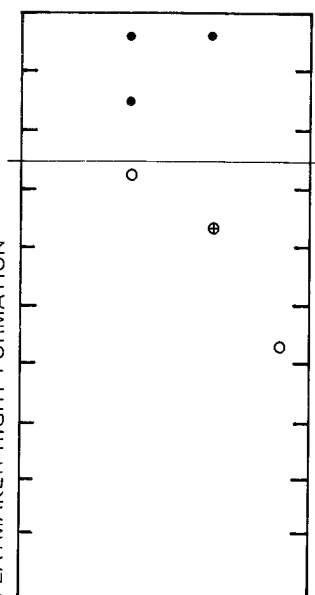


(RED TEAM SHOWN IN HUDDLE)

PLAYMAKER LEFT FORMATION



PLAYMAKER RIGHT FORMATION



○ — GREEN TEAM
● — RED TEAM

⊕ — GREEN PLAYER CONTROLLED BY
PLAYMAKER BUTTON

FIG 7

GREEN TEAM'S DEFENSIVE FORMATIONS

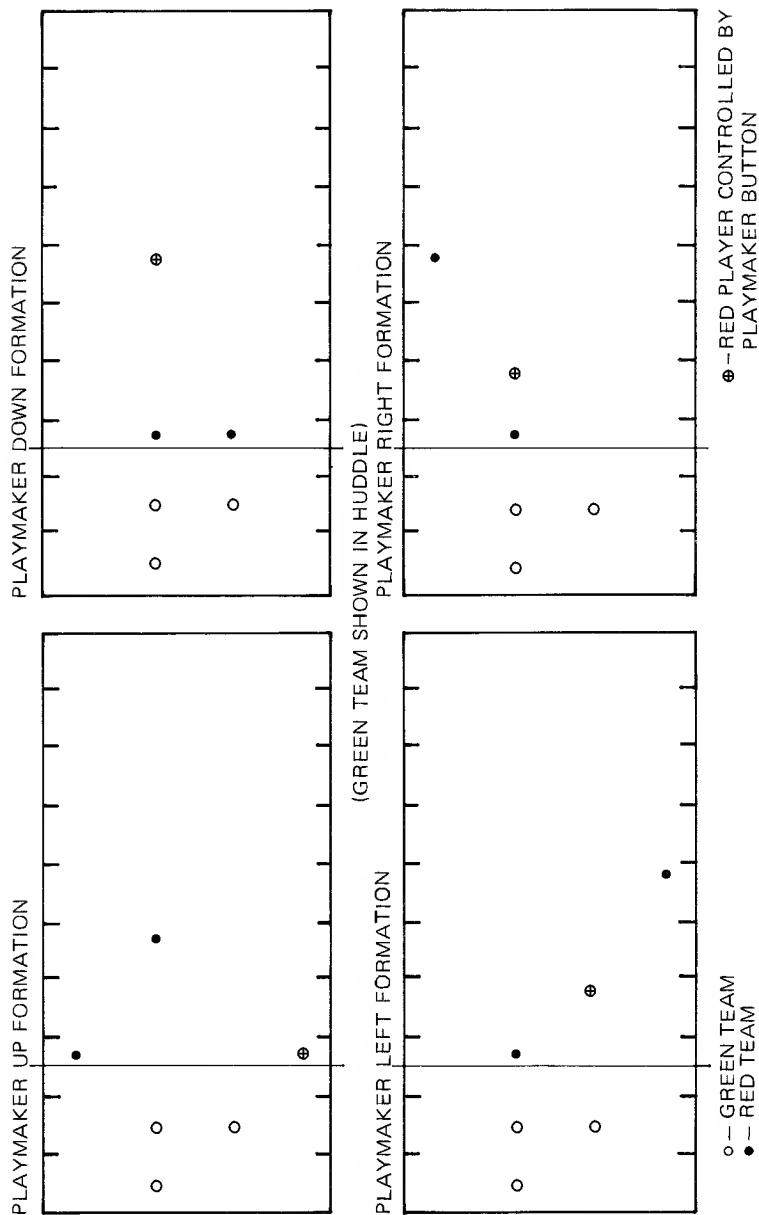


FIG 8
RED TEAM'S DEFENSIVE FORMATIONS

A defensive formation may be selected and changed any time up to the point when the play actually begins. The defense may choose not to select any formation and choose to run from the huddle. Regardless of the formation, only one player is controlled by the PLAYMAKER™ button. The other players are controlled by the computer which would maneuver to tackle the ball carrier.

FORMATION – OFFENSE PLAY SELECTION:

One of four offense formations may be selected by pressing the PLAYMAKER™ button toward one of the corners. The display of the players on the playfield will change from the huddles to the desired formation, see Fig. 9 and Fig.10.

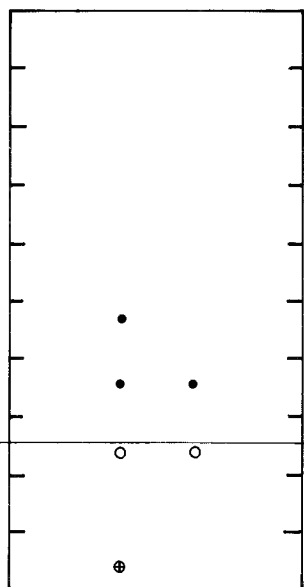
Once an Offensive formation is selected it cannot be changed. The player has 3 seconds to execute the play. If the offense does not move in 3 seconds the whistle will blow and it loses one down.

If a run formation is selected, the ball carrier is controlled by the PLAYMAKER™ button to run down the playfield. If a pass formation is selected the pass button is activated, and the receiver is controlled by the PLAYMAKER™ button to run down the playfield.

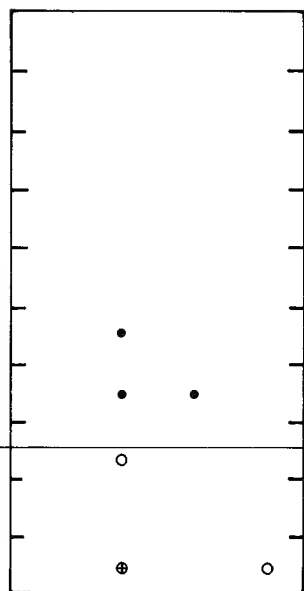
When the receiver is in line with the ball, pressing the PASS button will throw the ball to the receiver passing over the heads of both offensive and defensive players.

The only way for the defense to intercept the ball is for it to be positioned just in front of the receiver. If the ball is intercepted, the defensive player can start the runback as the offense.

PLAYMAKER UP FORMATION

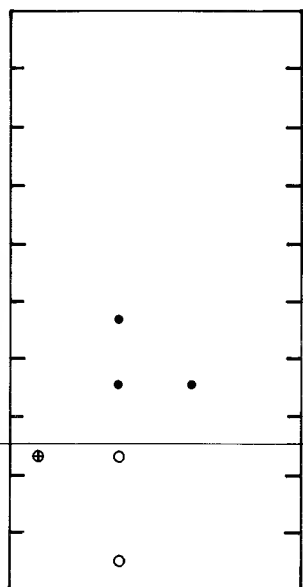


PLAYMAKER DOWN FORMATION

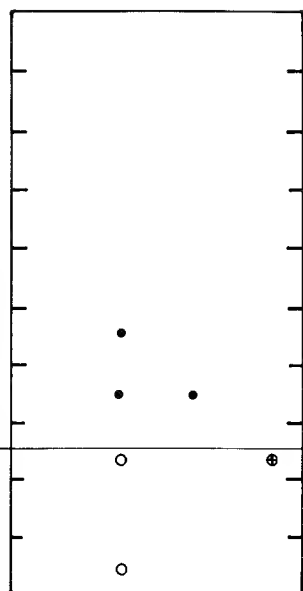


(RED TEAM SHOWN IN HUDDLE)

PLAYMAKER LEFT FORMATION



PLAYMAKER RIGHT FORMATION

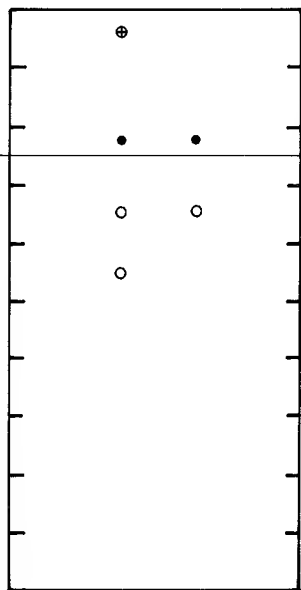


○ -- GREEN TEAM
● -- RED TEAM

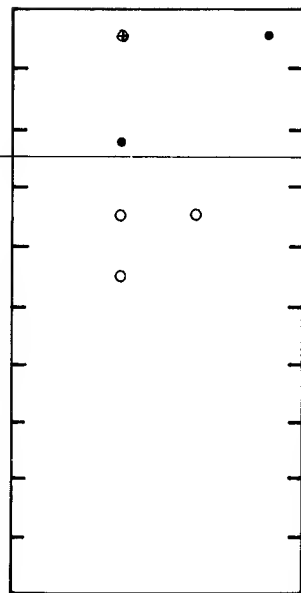
⊕ -- GREEN PLAYER CONTROLLED BY
PLAYMAKER BUTTON

FIG 9
GREEN TEAM'S OFFENSIVE FORMATIONS

PLAYMAKER UP FORMATION

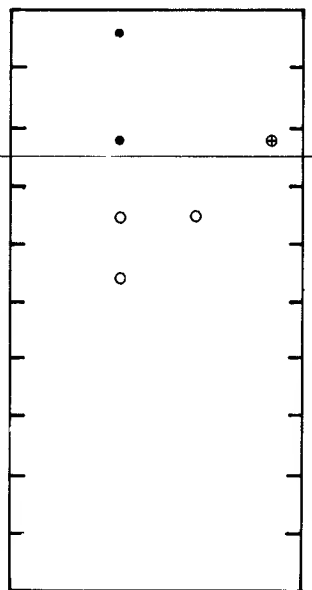


PLAYMAKER DOWN FORMATION

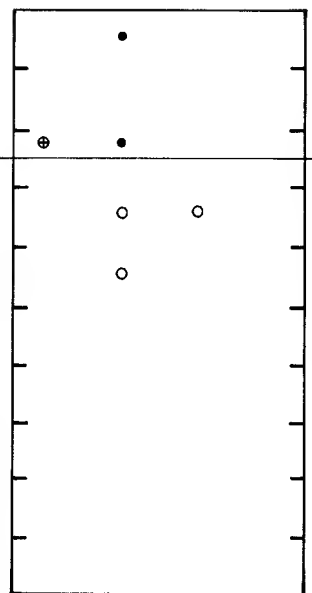


(GREEN TEAM SHOWN IN HUDDLE)

PLAYMAKER LEFT FORMATION



PLAYMAKER RIGHT FORMATION



○ — GREEN TEAM
● — RED TEAM

⊕ — RED PLAYER CONTROLLED BY
PLAY MAKER BUTTON

FIG 10
RED TEAM'S OFFENSIVE FORMATIONS

TIGER ELECTRONIC TOYS
ELECTRONIC GAMES & TOYS

90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured, with proof of the date of purchase, to © Tiger Electronic Toys, 909 Orchard, Mundelein, Illinois 60060.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of \$10.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to © TIGER ELECTRONIC TOYS, REPAIR CENTER, 909 ORCHARD, MUNDELEIN, ILLINOIS 60060.

© Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, neglect, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE © TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD: During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the © Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, styrofoam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address:

© TIGER ELECTRONIC TOYS
REPAIR CENTER
909 Orchard
Mundelein, IL 60060

Also, don't forget to show your return address.

- 3) Put parcel post stamps on the package; insure the package; then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for \$10.00 as payment for the repair service.

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